In the Claims:

1. (Currently amended) A user device comprising:

~~means~~ a network interface for communicating via a network,

~~means~~ a processor arrangement for booting,

~~means~~ a module for implementing, ~~during said booting,~~ a protocol for transmitting, during booting of the processor arrangement, [[a]] multimedia content by a third-party device to said user device via said network,

~~means~~ a content player for playing, during said booting, [[a]] multimedia content transmitted by said third-party device.

2. (Currently amended) A user device as claimed in claim 1 further comprising a memory for storing [[a]] multimedia content, wherein:

a) said module for protocol-implementing ~~means comprise~~:

~~means for~~ transmits [[ting]] a first request asking whether said third-party device has [[a]] multimedia content to download to said user device,

~~means for~~ receives[[ing]] a response to said first request,

~~means for~~ sends[[ing]] a second request, depending at least on said response, said second request asking for the download of [[a]] multimedia content,

~~means for~~ receives[[ing]] the requested ~~downloaded~~ multimedia content, and

~~means for~~ stores[[ing]] the received content in said memory, and

b~~) said playing means are designed to~~ the content player plays [[a]] other multimedia content stored in said memory prior to [[said]] downloading the multimedia content.

3. (Currently amended) A user device as claimed in claim 1 wherein:

a) said module for protocol-implementing means ~~comprise~~:

~~means for~~ transmits[[ting]] a request asking for the streaming of [[a]] multimedia content, and

means for receives[[ing]] [[a]] multimedia content streamed by said third-party device in response to said request, and

b) said playing means are designed to the content player plays the streamed multimedia content as it is received.

4. (Currently amended) A user device as claimed in claim 3 comprising means for wherein the content player stops[[ping]] playing in response to when said booting [[is]] finishing[[ed]].

5. (Currently amended) A method of playing a content on a user device having means for that communicates[[ing]] via a network, said method comprising the steps of:

booting said user device,

implementing, during said booting, a protocol for transmitting, during said booting, [[a]] multimedia content by a third-party device to said user device via said network, and

playing, during said booting, [[a]] multimedia content transmitted by said third-party device.

6. (Currently amended) A method as claimed in claim 5 of playing a multimedia content on a user device which comprises a memory for storing [[a]] multimedia content, wherein

a) said protocol-implementing step includes comprises:

transmitting a first request from said user device, said first request asking whether said third-party device has [[a]] new multimedia content to download to said user device,

transmitting a response to said user device, at least if said third-party device has [[a]] new multimedia content to download,

transmitting a second request from said user device depending at least on said response, said second request asking for the download of said new multimedia content, and

downloading said <u>new</u> multimedia content from said third-party device to

said user device,

storing the downloaded multimedia content in said memory, and

b) said playing step<u> includes</u> ~~comprises~~ playing [[a]] multimedia content stored in

said memory prior to said downloading.

7. (Currently amended)   A method as claimed in claim 5 of playing [[a]] multimedia

content on a user device, wherein:

a) said protocol-implementation step<u> includes</u> ~~comprises~~:

transmitting a request from said user device, said request asking for the

streaming of [[a]] multimedia content<u>, and</u>

streaming [[a]] multimedia content from said third-party device to said

user device in response to said request, and

b) said playing step comprises playing the streamed multimedia content on said

user device as it is received.

8. (Currently amended) A method of playing [[a]] multimedia content as claimed in

claim 5, wherein ~~said~~ <u>the transmitted</u> multimedia content is customized by said third-

party.

9. (Currently amended)   A method of playing [[a]] multimedia content as claimed in

claim 5, wherein ~~said~~ <u>the transmitted</u> multimedia content is compressed.

10. (Currently amended)   A third-party device ~~having means~~ for communicating via a

network and ~~means~~ for implementing a protocol for transmitting [[a]] multimedia content

to a user device via said network, ~~said protocol-implementing means~~ comprising:

~~means~~<u>a receiver </u>for receiving a first request sent by said user device

<u>during booting of the user device</u>, said first request asking whether said third-

party device has a multimedia content to download to said user device<u> and for</u>

<u>receiving a second request sent by said user device during booting of the user</u>

<u>device, the second request asking for the download of a multimedia content, and</u>

~~means~~ a transmitter for transmitting a response to said user device, at least if said third-party device has [[a]] multimedia content to download to said user device, and

~~means for receiving a second request sent by said user device, said second request asking for the download of a multimedia content,~~

means for uploading ~~downloading~~ [[a]] multimedia content to said user device upon reception of said second request.

11. (Currently amended)   A system comprising:

at least a user device that while booting, initiates implementation of a communications protocol and plays multimedia content,

a third-party device that, while the user device is booting, communicates with the user device during booting using the communications protocol and, while the user device is booting, transmits multimedia content to the user device and

a network over which the communication and transmitting occurs,

~~wherein said user device and said third-party device comprise means for communicating via said network, and means for implementing a protocol for transmitting a multimedia content by said third-party device to said user device, said user device further comprising:~~

~~means for booting,~~

~~means for initiating implementation of said protocol during said booting, and~~

~~means for playing, during said booting, a multimedia content transmitted by said third-party device.~~

12. (Currently amended)   A computer readable medium storing program comprising instructions for implementing a method as claimed in claim 5, when executed by a microprocessor of a user device.